

HM#40 "Captured"  
Written By: Dean Stefan (SE: DS)  
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FADE IN:

EXT. SNAKE MOUNTAIN - DAY

PUSH IN on the ominous stronghold -- except it's now got 3 HEADS -- as we left it at end of Ep. 39 It shudders and shakes and then MORPHS back to "normal" -- 1-headed mountain. At least it's back to normal on the OUTSIDE, as we CUT TO:..

INT SNAKE MOUNTAIN - DAY.

PAN THE THRONE ROOM - Rubble everywhere: fallen boulders, staircase to the throne is broken, throne lies fallen on the ground. Walls are cracked <<but let's not have much of the walls fallen in or collapsed -- due to a later plot point>>, dust in the air, etc. <<NOTE: the throne room got trashed & dilapidated and somewhat caved-in when the shell of the mtn. came to life as Snake God Serpos in Ep 39>.

CLOSE - A JAGGED HOLE IN THE FLOOR, partially blocked by SOME FALLEN BOULDERS - A bony hand reaches up from below, fingers outstretched as if signaling for something.

ANOTHER PILE OF RUBBLE - quivers and quakes as SKELETOR'S STAFF extricates itself from the rubble pile and flies OS.

SKELETOR'S BONY HAND - as the staff flies into it. He grips it tightly and emanations fly off the staff.

WIDER - THE BOULDERS blast away, revealing a large jagged hole in the floor, big enough to crawl up out of. SKELETOR climbs up out from the breach in the floor. CLOSER - He looks around -- distraught at the rubble and ruin.

SKELETOR  
(lament) My beautiful throne room..

EVIL-LYN -- then TRAPJAW, TRIKLOPS and BEASTMAN -- follow out of the breach, looking around.

EVIL-LYN  
Not anymore.

SKELETOR glares at her, then sees his throne on the ground & askew. In b.g., CLAWFUL and WHIPLASH climb up from the breach in the floor.

SKELETOR

Beastman.

BEASTMAN nods and quickly moves to put the throne upright, then uses his furry arm to "dust off" the seat.

SKELETOR shoves Beastman aside, then takes a seat upon his damaged throne, scowling.

CLAWFUL and WHIPLASH look around at the wrecked throne room.

CLAWFUL

I dunno, I kinda like the new look.  
Seems more...homey and lived in.

EVIL-LYN looks at SKELETOR with veiled amusement, as SKEL sits upon his throne and fumes.

EVIL-LYN

(taunting) You're not going to take  
this sitting down, are you?

SKELETOR

(seething) Hardly. King Hiss  
destroyed my fortress, and for that  
he shall pay.

Suddenly, there's a HISSING sound. Skel looks. ADJUST TO WALL - KOBRA KHAN appears high on the wall, in a crevice.

ZOOM ON SKELETOR - he REACTS, gets up, staff raised.

KHAN - puts his hands up in a pacifying "easy" gesture.

KOBRA KHAN

I come in peace.

BEASTMAN - already charging at him.

BEASTMAN

That's what you think.

KHAN nimbly leaps from the crevice, so BEASTMAN smashes  
crashes into the wall -- CRASH! -- gets dazed.

BEASTMAN

<impact GRUNT> Unhhh...

KHAN lands on the ground, addresses SKELETOR, even as TRAPJAW and CLAWFUL prepare to charge him.

KOBRA KHAN

(hurriedly) I have information  
about King Hiss.

TJ and CF are suddenly zapped mid-charge <from OS by SKELETOR'S staff> and fly past Khan on either side.

SKEL - having just fired his Staff, addresses Khan warily.

SKELETOR

Oh?

KHAN looks around at the other Warriors -- who stand threateningly, looking poised to attack.

SKEL gestures them to step back. Warriors frown, but comply.

BACK ON KHAN - he speaks, during which Skeletor slowly approaches him.

KOBRA SHAN

He is being held in the Eternian prison -- defeated by He-Man and Zodak.

SKELETOR

Hmm. That *is* news. (warily) And you are telling me this why?

KHAN nervously eyes Skeletor, then bows before him.

KOBRA KHAN

King Hiss is headless. His power is no longer a match for yours, Lord Skeletor.

SKEL smiles knowingly -- nods.

SKELETOR

Ah, so you wish to switch loyalties.

ON EVIL-LYN - as she scowls.

EVIL-LYN

(sharply) Wouldn't the first time.

KHAN glares at her.

KHAN

I wouldn't talk, Evil-Lyn.

EVIL-LYN glares at him; KHAN returns her glare, flares his neck a bit, then turns to Skel.

KHAN

I thought perhaps -- you would take  
me in, as one of your own.

As SKEL observes Khan, a thin evil smile crosses Skel's  
face.

SKELETOR  
Oh, I'll "take you" alright. (calls  
to his Warriors) Destroy him!

WARRIORS - come at Khan. (EVIL-LYN, TRAPJAW and BEASTMAN.)  
KHAN REACTS - neck FLARES and he fires acid!

THE 3 EVIL WARRIORS get blinded, grab at their eyes.

EVIL-LYN, TRAPJAW, BEASTMAN  
<pained cries>

KHAN rushes for the door -- but CLAWFUL is blocking the way!

WHIPLASH - comes spinning in from the other side, TAIL  
SLASHING like a whip....

KHAN - ducks...so that Whiplash's tail ends up whomping  
CLAWFUL...even as KHAN leaps onto Whiplash's back and  
upward.

KHAN - leaps onto a wall, scurries up towards the ceiling.

TRI-KLOPS tilts his head up, blasts upward with gamma blast.

CEILING - blast hits the ceiling, as big rubble comes  
falling down AT CAMERA. But when smoke clears -- Khan is  
gone.

ON TRI-KLOPS - looking a bit nervously over at Skel, shrugs.

TRI-KLOPS  
He...got away.

SKEL eyes TK a sec, as if considering punishing him, then  
gets a new evil, sly idea.

SKELETOR  
(sly, scheming) King Hiss in the  
Eternian Prison. Hmmm...

**EXT. ETERNIA PALACE - SNAKE PRISON FACILITY**

ANGLE ON THE NEW DRAMATIC ANTI-SNAKE FACILITY - <should be  
really jaw-droppingly cool> built nearby the Eternium  
prison, but specifically designed to be snake-proof. It  
resembles a high tech geodesic dome -- it's see-through,  
made of unbreakable Eternium glass panels -- a restrained

KING HISS is somewhat visible in the shot. <<But let's save the complete picture of him for later in scene.>

TEELA (OS)  
I don't get it, father.

PULL BACK TO REVEAL - MAA, standing several yards away, observing the complex. Beside him are TEELA and ADAM.

TEELA  
Why build a whole new facility to house Snake Men? We've already got the Eternium-lined prison.

ADAM  
(smarty pants) *Which* both Kobra Khan and Rattlor were able to break out of.

TEELA  
(frowns, realizing) Point taken.

MAA - involved in his own thoughts, looks over the area, then speaks into his wrist comm unit.

MAN AT ARMS  
One final check to insure that all systems are operational. (into wrist com) Alright, Roboto--

CUT TO: 50 yards away. ROBOTO stands there, as he hears MAA's instruction over his comm unit. Beside him is a 3 FOOT CUBE made out of metal, with air holes in it --

MAN AT ARMS (VO)  
--release them.

ORKO - flies in, hovers near ROBOTO, who pushes a remote switch on his armor. Orko hungrily eyes the metal cube.

ORKO  
(hungry) Ooh what's inside? Snacks?

A panel on the METAL TANK slides open. We hear snake hissing.

ROBOTO  
I believe it is pronounced, 'snakes.'

ORKO is surprised, then freaks as huge ETERNIAN SNAKES [big 10 ft. anaconda size] pour out of the metal tank & writhe along -- a few rise up cobra-like as Orko zips off scared.

ORKO  
Wha--? <freaked scream>

BACK ON MAA - including TEELA and ADAM.

MAN AT ARMS  
I've implanted snake sensors both  
around the dome and underground.

ANGLE - A FEW SNAKES slither towards the domed facility.

MAN AT ARMS (OS)  
They're attuned to cold-blooded  
snake metabolism, able to detect  
reptilian motion within a 200 yard  
radius.

ANGLE - HUGE ALARMS go off -- HUGE ANTI-SNAKE FORKS shoot up  
from the ground every few feet..

NEW ANGLE - LASER CAGES spring up from the ground -- and  
trap the writhing snakes.

ON MAA, ADAM and TEELA - Adam and Teela are duly impressed.

ADAM  
Whoa.

**INT. ANTI-SNAKE PRISON DOME - SOON**

KING HISS - on a vertical slab, his torso in restraints --  
his four heads also in restraints -- his main head is gone.

PULL BACK TO OBSERVATION DECK - inside the facility, MAA  
indicates to Adam and Teela -- PURPLE LASER GRIDS criss-  
cross the floor -- like in a high-tech museum at night.

MAN AT ARMS  
Now should the perimeter measures  
somehow fail us...(indicates) Laser  
security grids.

MAA tosses some TBD object down so it hits one of the laser  
grids -- and is instantly disintegrated.

TEELA and ADAM exchange an impressed look.

MAA indicates the ceiling and walls of glass dome...where  
sunlight pours down -- and HOVERING ORBS -- that resemble  
giant round klieg lights -- up near the ceiling.

MAN AT ARMS

And one final security measure: The prison dome allows sunlight to pour in all day -- illumin-orbs take over at night.

TEELA - puzzled.

TEELA

What does all the light do?

ADAM

Lets Hiss work on his tan.

MAA casts a disapproving look at Adam, then explains:

MAN AT ARMS

It's what it keeps King Hiss *from* doing. Growing a new head. Snake Men can't regenerate under strong light. They require dampness and near darkness as well.

ADAM indicates another figure inside the dome. It is SNAKE FACE - (he was "turned to stone" by his own gaze in ep. #31).

ADAM

Guess there's no danger of Snake Face getting unfrozen then, either.

MAA nods.

MAN AT ARMS

Correct. (then, nodding his approval) I've finally come up with a facility that is both snake proof and escape-proof.

**EXT. DARK HEMISPHERE, ROCKY HILL NEAR SNAKE MOUNTAIN**

ON KHAN - upon a rocky peak. Snake Mountain looms in the near b.g. He smiles proudly as he addresses someone OS.

KHAN

Skeletor took the bait, General Rattlor.

INCLUDE RATTLOR -- he's flanked by TUNG LASHOR and SSSQUEEZE.

RATTLOR

Excellent, Khan.

TUNG LASHOR eyes KHAN with veiled contempt.

TUNG LASHOR  
And you managed to escape capture.  
(sarcastic) How fortunate for us.

THE SNAKE MEN chuckle hissily at this. KHAN glares at TUNG.

RATTLOR addresses the group.

RATTLOR  
Now we wait, let Skeletor make his  
move.

**INT. ANTI SNAKE PRISON DOME - TWILIGHT**

ANGLE ON HUGE LIGHTS, the HOVERING ILLUMIN-ORBS in the dome,  
as they click on, one by one -- pouring down blinding light.

TILT DOWN - CLOSE ON KING HISS - in restraints -- bathed in  
the bright lights, his four bound heads looking miserable,  
Then...he hears something -- SIZZLING SOUND. His restrained  
4 "side heads" turn their gaze upwards.

ANGLE UP - the dome is being sliced, as if by a laser.

**EXT. ANTI SNAKE PRISON DOME - CONT.**

OTS TRI-KLOPS - using his eyebeam to slice open the top of  
the dome. ADJUST ANGLE - so we see that Triklops and  
TRAPJAW are hovering above the dome in a vehicle.

TRAPJAW - uses his bionic arm with a suction attachment to  
lift the severed glass panel away.

MERMAN and BEASTMAN come flying in on another vehicle and  
hover. They have harnesses on them.

TRI-KLOPS nods to BM and MERMAN -- and they leap, commando-  
style, down into warrior-sized hole of the breached  
dome....<<NOTE: the harnesses are attached to cables on  
their  
vehicle -- which continues to hover above the dome.>>

**INT. ANTI SNAKE PRISON DOME - CONT.**

BEASTMAN and MERMAN lower down, like commandos, and suspend  
above the captured KING HISS -- The laser security grids are  
right below their dangling feet.

MERMAN - suspended -- slices Hiss's restraints free with  
mini-blasts from his trident. <<NOTE: the restraints on each

of Hiss's heads will remain in place, but Merman is slicing the restraints that hold Hiss to the slab.>

BEASTMAN - lifts Hiss off of the slab...as MERMAN sees something and moves OS, still suspended on his cable.

BEASTMAN - holds King Hiss and is elevating upward on the cable, as he calls out:

BEASTMAN  
Move your tail, Merman.

MERMAN - is grabbing frozen SNAKE FACE, which he mistakes for a statue.

MERMAN  
Just getting a trophy for my  
underwater palace.(bitter distaste)  
Only good snake man is a frozen  
one.

**EXT. PALACE - DAY**

MEKANЕК - is up on the ramparts -- keeping guard. He looks around, REACTS as he sees something.

MEK POV - THRU VISOR, CLICKING CLOSER: TRI-KLOPS and TRAPJAW in their hovering vehicle -- MERMAN and BEASTMAN elevating into theirs by the cables. <<NOTE: BEASTMAN is carrying the restrained Hiss, Merman is carrying frozen SNAKE FACE.>

MEK - calls to a ROYAL GUARD.

MEKANЕК  
Prison break! Sound the alarm!

**EXT. MAA'S WORKSHOP - CONT.**

ALARMS are going off. MAA comes rushing out, without helmet (but holding it). He looks stunned and alarmed.

MAN AT ARMS  
No...It can't be.

TEELA & ADAM (accompanied by CRINGER) come rushing in from different directions, as MAA hurriedly puts his helmet on.

TEELA  
Father, what's--

MAA hurries off with urgency, casting a quick look at Adam.

MAN AT ARMS  
(sharply) Let's move!

MAA charges off, jaw clenched. TEELA follows.

ADAM rushes around a corner, Cringer follows.

**EXT. AROUND A CORNER - NEARBY - CONT.**

ADAM rushes in, accompanied by CRINGER, checks to see nobody is around, then raises his sword and transforms to He-Man.

ADAM\HE-MAN  
By the power of Grayskull/I have  
the power!

HE-MAN zaps Cringer into BATTLECAT.

**EXT. ANTI-SNAKE DOME - CONT.**

ON EVIL WARRIORS vehicles -- with BEASTMAN and MERMAN back in their vehicle -- flying upward from the dome, when...

ANGLE - BLASTS comes down at their vehicles.

REVEAL - STRATOS dive bombing from up high, blasting away...

FAVOR TRIKLOPS - the area above them, full of Stratos's suppressing fire -- calls to Trapjaw who's piloting.

TRIKLOPS  
Dive! Fly low!

**EXT. DOME PRISON AND PALACE- CONT.**

WIDE - THE TWO EVIL WARRIORS VEHICLES - swoop down low over the area surrounding the dome -- heading in palace direction.

ANGLE -LASER CAGES spring up from the ground-- SNAKE FORKS shoot out of the ground <<in response to KING HISS's snake metabolism>> -- nearly spearing the low flying vehicles.

FAVOR BEASTMAN - as his vehicle nearly gets snagged by a laser cage that springs up.

BEASTMAN  
What the--?

WIDE - WARRIOR VEHICLES pull up, narrowly clearing the anti-snake defenses.

ANGLE - MAA and TEELA stand upon the palace ramparts, battle-ready. PUSHING IN - MAA fires his wrist cannon point blank at CAMERA. TEELA fires her weapon as well.

TRI-KLOPS' VEHICLE - gets strafed, even as TRIKLOPS returns fire -- with an eye blast.

TEELA narrowly misses getting blasted, as MAA gets blasted, falls off the palace ramparts. Teela reacts -- aghast.

TEELA  
Father!

LOW ANGLE - MAA falling a long way, about to crash to the ground. <<better if he's about to fall on/be impaled by/ one of the snake forks that have shot up out of ground -- but that depends on staging>>

DRAMATIC, COOL - as HE-MAN atop BATTLECAT, races in and catches MAA at the last second.

MAA - still dazed from the blast, looks at He-Man.

MAN AT ARMS  
(urgent, dazed) You've got to stop them.

HE-MAN nods, hurriedly places MAA on ground & races off on BattleCat.

**EXT. PALACE OUTSKIRTS - CONT.**

A WARRIOR VEHICLE -- the one with BEASTMAN and MERMAN -- dodging fire from MEKANEK and RAM MAN -- who are on sky sleds-- swooping at the evil warriors from opposite angles.

WIDE - BEASTMAN pulls the vehicle up at last second, and the two SKY SLEDS, crash into each other. <<NOTE: MERMAN has shed his harness and it dangles at the end of its cable, off of the vehicle, hanging down towards the ground.>>

**EXT. AREA LEADING TO FOREST - CONT.**

FLYING - THE WARRIOR VEHICLES are no longer getting fired upon and zoom on, heading towards the forest.

BEASTMAN looks back to see...ADJUST TO HIS POV - no vehicles pursuing them. BEASTMAN laughs.

BEASTMAN  
Haw.

THE TRAPJAW and TK VEHICLE comes flying abreast. TK urgently signals downward to BEASTMAN. But just then 2 WINDRAIDERS - one piloted by ROBOTO, one by MEKANЕК come swooping down firing at TRI-KLOPS/TJ vehicle (they have the restrained Hiss on board). TJ swoops away, to be chased by the WINDRAIDERS.

BEASTMAN looks puzzled, then looks down, sees: HE-MAN racing along on BATTLECAT, GAINS INTO SHOT, GAINS on dangling cable.

BM pulls the vehicle up, as He-Man leaps off Battle Cat.

ANGLE - HE-MAN has grabbed onto the cable, so he's dangling off the ascending vehicle -- starting to climb up the cable.

MERMAN sees this -- fires down with his TRIDENT -- letting loose with exploding teeth pellets.

HE-MAN - fends off the exploding pellets with his shield, as he hangs onto the cable with one hand.

BEASTMAN -- gets a fierce look.

BEASTMAN  
I'll fix him.

BEASTMAN swerves violently, this way and that, as he pilots low over the treetops -- He-Man getting bashed into treetops.

BM'S VEHICLE coming at CAMERA, its belly scraping the top of the trees, so we can't see He-Man, who's below the treeline.

BEASTMAN - pulls up out of the forest, but looks down and REACTS to see: He-Man's still hanging onto the cable!

BEASTMAN  
That's one tough human.

**EXT. FOREST AND ROCKY TERRAIN - CONT.**

BEASTMAN - gets a fierce sly look as he flies out the edge of forest and sees up ahead: a ROCKY TOWER.

BM pilots TOWARDS the rocky tower -- so that the vehicle will fly above it, but He-Man will be impacted.

HE-MAN - sees where he's heading and REACTS -- looks like certain impact for him. But at the last second...

...HE-MAN holds his sword out in front of him - horizontally. <<or tucks into a ball & holds his shield in front of him>>>

AT MOMENT OF IMPACT - the sword slices the top of the rocky tower (or mountain spire) clean off! <<i.e. preventing He-Man from getting smashed.>>

FLYING, HIGH UP - BEASTMAN & MERMAN exchange worried looks.

HE-MAN now climbing the cable, 3 ft. more & he'll be on board.

SUDDENLY - TJ and TRIKLOPS' vehicle swoops down and TRAPJAW fires his WRIST CANNON at the cable.

CLOSER - the cable gets severed & HE-MAN falls. A long drop.

LOW ANGLE, ON GROUND - HE-MAN hits the rocky ground hard, making a huge IMPACT CRATER -- lies there motionless.

ON BEASTMAN & MERMAN - then TJ and TK all flying RIGHT INTO CAMERA, till they FILL FRAME, laughing nastily. Home free.

EVIL WARRIORS  
<evil laughter coming at camera>

#### **EXT. ROCKY TERRAIN - SOON**

FADE UP FROM BLACK. ON TEELA - looking down, distraught.

TEELA  
He's not moving.

REVERSE - HE-MAN lying in the impact crater - motionless. A long moment. Is he dead? His eyes flutter open.

HE-MAN  
(woozy, coming back to  
consciousness) I...miss anything?

ON TEELA - relieved, smiles.

STRATOS lands, joins MAA who looks expectant, worried. Stratos's feathers are singed -- he's been in a dogfight.

STRATOS  
I tried to intercept them, but--  
<shakes his head>

MAA pats his arm, then looks out to the distance, grimly.

MAN AT ARMS

(grim) King Hiss, free.

MAA - distraught, chastises himself. As he speaks, TEELA approaches, looking concerned, interrupts.

MAN AT ARMS

I'd prepared for a snake man attack  
on the prison. I never imagined  
that Skeletor's forces would be the  
ones to--

TEELA

(sharply) --Stop it, father. You  
mustn't blame yourself.

MAA - shakes his head bitterly. He does blame himself. HE-  
MAN enters shot, joins them. He's still a bit weak.

HE-MAN

Teela's right. No one could see  
this coming.

NEW ANGLE - ON HE-MAN and STRATOS and TEELA.

HE-MAN

The question is: why would Skeletor  
want King Hiss free?

STRATOS

An alliance, perhaps?

They look at the sound of a VEHICLE POWERING UP.

MAA zooms off on a fast vehicle, with grim determination.

MAN AT ARMS

(calls, grim) If that's true, then  
the planet is doomed.

TEELA calls worriedly:

TEELA

Father -- Wait...!

HE-MAN - urgently:

HE-MAN

Stop him, Stratos. Teela, with me!

As STRATOS zooms off into the sky, HE-MAN hurries towards a  
vehicle that's several yards away. Teela follows.

**INT. SNAKE MOUNTAIN - SOON**

ON SKELETOR - he's upon his throne.

SKELETOR

You propose an alliance? How very intriguing.

INCLUDE - KING HISS - standing before Skeletor, 3 heads still bound by restraints, the 4th one is temporarily unbound.

SKELETOR

But I would venture to say you only seek to save your skin. Whereas what I seek...is vengeance for your treachery.

SKELETOR indicates to Beastman.

SKELETOR

Throw him in a cage, Beastman. I must think of a punishment suitably slow and painful.

**INT. BEASTMAN'S MENAGERIE - SOON**

MOVING, BEASTMAN - roughly leads Hiss down thru the menagerie, like a prison guard shoving a prisoner along, passing different BEASTS in cages. Hiss still has one head that's not in restraints, allowing him to speak.[we hear water drips - this place is moist and slimy and gross]

BEASTMAN

(relishing) Now, do I cage ya with the Serpinataurs or the Ecto Eels? Both of 'em hate snakes. (then, more taunting)'Course I *could* throw ya in with the Shadowbeasts...

CLOSE ON - ON HISS'S HEAD - gets a sly look. The head glances down the corridor where it is very dark.

HISS

(sly) You have no Shadowbeasts. They can only exist in total darkness.

BEASTMAN

Yeah well, smarty snake...I got a special area, real dark, just how they like it.

BEASTMAN - with nasty sneer, shoves Hiss towards a dark area.

BEASTMAN  
And that's where you're going!

**INT. MENAGERIE, DARK AREA - SECONDS LATER**

SHADOWBEAST CAGE - BM shoves HISS into the cage & slams the door shut. We hear GROWLS of unseen Shadowbeasts who are in the dark cage. A few pair of GLOWING EYES move towards Hiss.

BEASTMAN  
Have fun. <nasty chuckles>

IN CAGE, ON HISS - we hear slurpy sound, as if something is starting to regenerate. And on this chilling moment, we..

HISS  
(softly) Yesssss...

**END ACT ONE**

**ACT TWO**

**INT. SNAKE MOUNTAIN, THRONE ROOM**

WHIPLASH & CLAWFUL are placing Skel's throne back into place.

SKELETOR - climbs up to it and takes his seat, scheming, as EVIL-LYN stands by.

SKELETOR  
-- and after King Hiss is suitably tortured and disposed of, I shall hunt down those remaining snake men, one by one.

SKELETOR - now on his throne, hears a door open, & looks OS.

SKELETOR  
Ah, Beastman...how is our guest enjoying his cage?

BEASTMAN just stands there, framed by the doorway. He's not moving -- as WE PUSH IN, we see he has a glazed look, then he topples over, like a fallen tree.

REVEAL - KING HISS standing there -- behind the toppled BEASTMAN. He's back to his ONE-HEADED FORM.

SKELETOR - gasps.

HISS - walks over the fallen Beastman, stepping over his chest without regard.

KING HISS  
My venom apparently doesn't agree  
with him.

SKELETOR - furious now, raises his staff and fires.

HISS - evades the blast, leaps onto a wall, landing next to a snake-gargoyle. <<or something else cool, that only he knows about>>> He clings there effortlessly like a lizard, as he reaches for the gargoyle's snout.

HISS  
I know this fortress far better  
than you, Skeletor. You forget it  
was I who built it.

HISS - pushes the gargoyle's snout. A STONE PANEL moves aside - revealing a SCEPTER, which Hiss pulls out.

WARRIORS EVIL-LYN, WHIPLASH & CLAWFUL charge at HISS.  
HISS raises the scepter, lets loose magic snake-energy blast!

THE 3 WARRIORS - all get hurled back by the blast -- knocked out for the count.

HISS - inspects the Scepter, gloats, even as...

KING HISS  
Still working, after all these  
years.

SKEL - leaps thru the air -- then unleashes a mighty blast with his Havoc Staff.

HISS - leaps off the wall, even as he spins and uses his scepter to deflect the blast.

HISS - fires a blast from his snake scepter at some other wall decoration (TBD).

A HUGE STONE SLAB (OR SNAKE DESIGN WALL SCULPTURE?) moves aside & HISS leaps up into it -- an opening to a passageway.

SKELETOR - looks astonished, then leaps up into the breach in the wall in pursuit.

**INT. SNAKE MOUNTAIN -- ANCIENT SNAKE TUNNEL CORRIDOR - CONT.**

SKELETOR lands in a dark, eerie, tunnel/corridor inside Snake Mountain. Lava flows along the ground, a few inches deep, like in a sewer. STEAM RISES -- so it's hard to see. Snake decorations line the walls -- emblems, gargoyles.

<NOTE: I'm imagining there is a network of tunnels and corridors thru Snake Mountain that Snake Men would have implemented in ancient times -- that even Skeletor is unaware of.>>

SKELETOR - looks one way down the tunnel, no sign of Hiss, then looks the other way. STEAM rising from the lava "sewer flow" obscures much of what can be seen.

THRU THE STEAMY MIST - HISS appears -- like an evil apparition. He raises his scepter, blasts at SKELETOR.

SKELETOR - is impacted and hurled back, landing on his back in the steamy lava. SPLASH! <<NOTE: the lava is shallow and fast-moving enough not to incinerate our combatants>

HISS - comes leaping thru the air, scepter raised, ready to bring it down on Skeletor.

SKELETOR - deftly leaps up, avoiding the attack, jumping over Hiss and landing on the opposite side of him.

SKELETOR  
You may have built it, but this is  
my house now. (bites off the words)  
You have defiled it. And for that,  
you shall pay.

With that, SKEL spins & they clash- Havoc Staff vs. Scepter. <<this is the ultimate battle - King Hiss vs. Skeletor!>>

VARIOUS SHOTS - Leaping and thrusting and parrying - cool, Crouching Tiger style -- as they battle!

SKELETOR does a cunning, spinning, leaping move -- so his feet impact with Hiss's chest --

HISS is whomped backwards -- his back hits the wall of a closed end of the tunnel. ON EITHER SIDE OF HISS are 2 HUGE snake sculptures (12 feet tall) on the walls. Out of the open mouths of the snake sculptures LAVA POURS. <<This is what's feeding the lava that flows thru the tunnel.>> SKEL spins his staff sinisterly as his eyes glow.

SKELETOR  
And now...to finish this.

HISS smiles evilly and bursts into multi-head form.

HISS  
Yesssss....

HISS'S head arms reach for the snake statues - one on each side of him. As he touches them, their eyes glow -- mouths open wide &...HUGE AMOUNTS OF LAVA TORRENT OUT THEIR MOUTHS.

ON SKELETOR - gets deluged and swept backwards by the lava, like being hit by a burst water main!

SKELETOR  
<deluged, pained cry>

MOVING - SKELETOR is being swept away by lava deluge.

**INT. SNAKE MOUNTAIN, THROAT AND MOUTH OF SNAKE - CONT.**

ANGLE - we see SKELETOR is being swept out the throat and towards the open mouth of the mountain's snake head.

ANGLE FROM OUTSIDE SNAKE MTN - SKELETOR being swept towards CAMERA, about to get swept out the mouth in the lava deluge.

ANGLE - HISS haughtily emerges out of the throat, and towards the mouth, as lava flow slows to its normal amount. (and less depth -- let's say it goes from knee high to ankle high)

KING HISS - comes to the edge of the lava-pouring mouth (like standing at the edge of a cliff) looks out from it -- pleased -- assured that Skeletor has been washed away.

CLOSER - HISS stands there and laughs haughtily.

HISS  
<evil laughter -- to continue until  
he's grabbed, then becomes a gasp>>

TILT DOWN - as we see a bony hand (Skeletor has managed to cling to the lip of the mouth) suddenly grab HISS'S ANKLE.

HISS gasps, then lets loose a scepter blast at SKELETOR...

SKELETOR - blasted, continues to hold onto Hiss's ankle...and they both TUMBLE out the mouth and down the steep mountain!

SKELETOR  
<pained cry>

**EXT. SNAKE MOUNTAIN - CONT.**

ON GROUND - SKELETOR smacks down onto a rocky formation adjacent to a fiery lava pool -- gets semi-buried in rocky rubble that crumbles down around him.

CLOSER - HOLD A BEAT, then SKEL bursts out of the rubble -- looks around, no sign of Hiss. Then he notes: churning bubbles rising from the lava pool.

ON LAVA POOL - partial view of Hiss as he floats up to the surface of steamy, fiery lava pool, his skin all burnt and blackened. Hiss must be dead.

SKELETOR - gloats.

SKELETOR

A fitting end for a serpent.

Suddenly, Hiss bursts from the pool and out of the blackened skin which falls away...

SKEL reacts shocked as HISS -- in fresh skin -- fires a scepter blast.

HISS

It was time for me to shed anyway.

SKEL - is blasted and lands, dazed, on the ground. ADJUST ANGLE as HISS moves closer to deliver a final blow. Suddenly, Hiss is BLASTED from OS, brought to his knees.

REVEAL - TRAPJAW and TRI-KLOPS close in from behind. It was TRAPJAW'S ARM CANNON.

TRAPJAW

Don't worry boss, we've got your back.

Hiss looks past them, slow smiles crosses his lips.

HISS

Yes, but who has yours?

ANGLE - TRAPJAW is grabbed by a huge tongue and hurled. We then see it's TUNG LASHOR.

TRI KLOPS - spins and pivots his eyegear to let loose a blast, only to be hit in the face by SIZZLING VENOM.

TRIKLOPS

(pained) Arggghhhhh....

We see it's KHAN -- looking proud. But before he can speak, RATTLOR elbows past, along with SSSQUEEZE, approaching Hiss.

RATTLOR

My king. It is good to have you back.

KOBRA KHAN jockeys in, close to HISS, trying to "suck up."  
<<NOTE: SKEL remains dazed and on his knees thru this.>

KOBRA KHAN  
(brags) Just so you know, it was I  
who instigated having Skeletor  
break you out of prison.

KHAN stands there proudly -- as Hiss nods, then speaks:

HISS  
Which nearly cost me my life.

KHAN - deflates, grows nervous.

KOBRA KHAN  
But--

HISS - turns away from him to put his attention on  
Skeletor...as TUNG LASHOR smirks at KHAN, who bristles.

ANGLE - HISS looks down at the fallen Skeletor -- as the  
other Snake men encircle Skeletor ominously.

SKEL - weakened and surrounded, tries a desperate ploy.

SKELETOR  
You know. Now that I've thought it  
over, perhaps an alliance *would* be--  
-Arrrggghhh!

HISS - has zapped Skel with his scepter. He regards  
Skeletor with contempt.

HISS  
How unfortunate that you have so  
little meat on your bones.  
Otherwise you would now be inside  
my belly. Instead, I shall merely--

EVIL-LYN appears on a rise, calls out:

EVIL-LYN  
You will do nothing!

EVIL-LYN - lets loose one of her massive NUCLEAR BLASTS.

KING HISS and his SNAKE MEN are hurtled by the mighty blast  
-- go flying like in the wake of an atom bomb.

**EXT. DARK HEMISPHERE - CONT.**

200 yards away. HISS and his SNAKE MEN come flying in and land on the ground with HEAVY THUDS.

RATTLOR weakly lifts his head, starts to get up, looks over at HISS.

RATTLOR  
We will storm the fortress, my  
king.

HISS raises up his head, sniffs the air.

HISS  
Wait. I smell...another enemy.

We HEAR the sound of an engine. And then we see: MAA zooming in on from over a rise, on his vehicle -- a man possessed.

OTS SNAKEMEN - MAA flies his vehicle kamikaze-style towards them.

CLOSER- At the last sec, MAA leaps out of the vehicle, so it dive-bombs right at the Snake Men.

HUGE EXPLOSION- flames everywhere.

MAA - on the ground, looking at the flames of the explosion.

Suddenly, Tung Lashor & Sssqueeze burst up out of a crevice adjacent to MAA.

MAA leaps up -- all his weapons burst out -- blasting!

TUNG and SSSQUEEZE - get blasted back.

ANGLE - KOBRA KHAN and then HISS leap from the site of the explosion -- as KHAN lets loose an acid blast.

MAA - dodges blast; part of his armor gets sizzled & melted.

UP ANGLE - STRATOS suddenly comes zooming down from the clouds, blasters blazing.

KING HISS - lets loose a scepter blast.

STRATOS - gets hit head-on and blasted from the sky.

STRATOS  
Argggghhhh....

MAA - looks over to see that Stratos has been blasted -- then then sets his sights on Hiss, fury in his eyes.

ANGLE - Suddenly, RATTOR leaps off from a rocky rise and fiercely WHOMPS MAA with his articulating head.

MAA - goes hurtling back...and SMASHES into a rock formation. ALL GOES BLACK.

**EXT. SAME AREA - SOON**

FADE IN FROM BLACK. HE-MAN and TEELA are standing over someone <<we should think it's MAA>> , looking down, as the person regains consciousness.

REVEAL - it's not MAA lying there, it's Stratos -- he's coming out of his unconsciousness. He looks battered.

STRATOS  
(dazed) Snake Men...I tried to stop  
Man At Arms, but--

TEELA - reacts. Distraught, horrified.

TEELA  
-- No! Father. King Hiss will--

She looks at He-Man horrified, buries her head in his chest as he puts his arm around her for comfort. They both know what Hiss is capable of.

**INT. SNAKE MEN LAIR/SUBTERNIA - SAME TIME**

FADE UP FROM BLACK - see KING HISS'S face coming into focus.

REVEAL - this time it is MAA's POV. He's wrapped in cool snake-design chains. He struggles. <<NOTE: we're in the destroyed snake temple, but this should be played as very dark and shadowy and ominous.>

EXTREME CU - HISS moves in really close and flicks his tongue inches from MAA's face -- real horror movie stuff.

HISS  
You *would* make a tasty dinner. But  
I have other plans for you.

TUNG LASHOR smiles eagerly, sinisterly.

TUNG LASHOR  
Breakfast?

HISS keeps his attention focussed on MAA.

HISS

No. I wish to make use of his talents. (to MAA) You will build vehicles and weaponry for my Snake Men.

MAA - glares defiantly.

MAN AT ARMS  
I'd sooner be eaten.

HISS chuckles evilly.

HISS  
<chuckles> Ah but the choice is not yours to make. You're mine now.

HISS pulls out a shard salvaged from Ophidian Spire (the turn-people-to-snakes magic totem, seen in Ep. #34 "Second Skin"). Holds it out -- unearthly emanations start to come off of it.

HISS  
The last remaining shard of the Ophidian Spire, which once turned you and your fellow "Masters" into snake men.

ON MAA - eyes the shard worriedly, unsurely, starts to get bathed in emanations from the shard. MAA struggles.

MAN AT ARMS  
(unsure) It's useless without the Serpent's Ring to energize it.

HISS - chuckles low.

HISS  
<chuckle> Ah, but there you are wrong. Once a human has been transformed, there is always a snake man inside, just begging to be set free.

MAA keeps struggling, but he starts transforming into a snake guy....and his struggles start to die down.

MAN AT ARMS  
<struggling> No...I'll fight it with every fiber of--my-- my---  
<struggling dies down>

HISS & SNAKE MEN - Hiss beams as Snake Men exchange pleased, evil looks. <<WEIRD, SCARY LIGHTING make this whole scene truly chilling.>

ON MAA - now transformed into a Snake Man. He looks dazed. HISS moves closer. <<Real spooky cool angles and lighting.>>

HISS

As I said, you're mine now.

MAA - as an evil smile crosses his lips -- he's now under Hiss's sway.

MAN AT ARMS

Yes. How may I serve you, my king?

And on this chilling moment, we...**FADE OUT.**

**THE END**